FREE GIFT! 2 NEW SERIES! GREAT NEW COMPO!

sonic the comic

No.13 NOVEMBER 13th 1993
Britain's OFFICIAL SEGA COMIC
£1.10 Every Fortnight

starring SONIC THE HEDGEHOG

PRESENTING...

ECCO!

STC'S NEWEST SUPERSTAR!

GOLDEN AXE

NEW STORY STARTS INSIDE!

FREE STC BELT CLIP!

HOT FASHIONWARE FOR GAMERS!

FREE GIFT MISSING?
ALERT YOUR NEWSAGENT NOW!

9 770969 304013 45

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey Boomers!

An especially warm welcome to new Boomers joining us with this thrill-packed issue of STC. Where have you been? Don't worry, it's not too late to join the mass ranks of Boomers (that's Megadroid-speak for 'pals', 'buddies', and readers of STC) and this is a great issue to do it with.

Not only do you get the great free gift of an **STC Belt Clip**, but you get two fab new series: There's a brand-new series of the highly-popular **Legends Of The Golden Axe**, and the STC debut of one of the biggest stars on the Sega scene - **Ecco The Dolphin**. Yes, Boomers, you voted the finned wonder as one of the characters you'd most like to see in an STC strip - and we listened. Just shows you how highly we value your input. Keep filling in the Data Strip at the back of each issue.

Then there's our great new Winners Take All Compo. Masses of Sonic toys and games for masses of winners. You can't not enter this one, Boomers.

In fact there's so much in this issue that we've had to shorten our Reviews Zone to make room for it all. Don't worry, the Zone will be back in it's full glory next issue, promise.

The thrills don't stop here. Next week another brilliant free gift is coming your way - the **Sonic Xmas Deco!** What exactly is it? Well, all I'll say is that Christmas will never be the same again!

Megadroid

S.T.C. NEWS

WHAT IS IT?

Tell us and win a Pirate TV T-shirt

- It's a belt clip
- It's a fashion item
- It's a paperclip
- It's a thing to clean your nails with

It's the merely sensational STC Belt Clip. Thread it onto your belt, bag strap or tie(!) and stroll around town showing that you are a reader of Britain's only Official Sega Comic. Spot other Sonic Boomers as they strut their stuff and yell out the secret of the black and yellow initials - SONIC THE COMIC! You'll win new friends and influence people.

OR you could put it to a multitude of other uses. What are these? Well you can find some of them above BUT why don't you tell us what other purposes you could put the STC Belt Clip to?

We've got five exclusive **Sega Pirate TV T-shirts** (XL size only) to give away to the five Boomers who come up with the wildest, wackiest and most original ideas! Send your ideas to - **What Is It? Sonic the Comic, 25-31 Tavistock Place, London WC1H 9SU.** All entries must be in by Monday 29th November. Winners will be announced in a future STC.

THE COST OF STC

Regular Boomers will have noticed that this issue costs 15p more than usual. I'd like to say that the price rise is because the humes-who-think-they're-in-charge are actually paying me for this job, but the real reason is that everything costs more these days; paper, ink, transport (getting STC to you), power sneakers - you name it.

However, the good news is that even at £1.10, STC will be providing you with the very best in Sega entertainment every fortnight. We've got some great new series in the works - plus some mega surprises. How about **Sonic The Poster Mag**? To find out more about this and other hot news, keeping reading STC. It's the best video game comic you can buy!

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Published every other Saturday by Fleetway Editions Ltd., Egmont House, 25/31 Tavistock Place, London WC1H 9SU. Tel: 071-344 6400. Sonic The Comic must not be sold for more than the selling price shown on the cover. Printed in Great Britain by Varnicoat Ltd., Pershore. Covers printed by Spottiswoode Ballantyne Printers Ltd., Colchester. Origination by David Bruce Graphics Ltd., London.

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Circulation/trade enquiries: Comag Magazine Marketing, Tavistock Road, West Drayton, Middx. UB7 7QE. Tel. 0895 444055. Advertising enquiries: Tom Glenister, Te:. 071-344 6410. ISSN 0969 3041.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · new entry · re-entry

MEGA DRIVE

1	—	MORTAL KOMBAT
2	▲	MICRO MACHINES
3	▼	JUNGLE STRIKE
4	▲	PGA TOUR GOLF 2
5	▼	JURASSIC PARK
6	new	GUNSTAR HEROES
7	—	BUBSY
8	▼	FLASHBACK
9	RE	SONIC THE HEDGEHOG 2
10	▼	ECCO THE DOLPHIN

MEGA CD

1	—	BATMAN RETURNS
2	—	NIGHT TRAP
3	▲	FINAL FIGHT
4	▼	SHERLOCK HOLMES
5	▲	ROAD AVENGER
6	▼	PRINCE OF PERSIA
7	▼	JAGUAR XJ220
8	RE	TIME GAL
9	—	AFTERBURNER 3
10	—	BLACK HOLE ASSAULT

MASTER SYSTEM

1	—	MOTAL KOMBAT
2	—	ASTERIX
3	—	SONIC THE HEDGEHOG 2
4	—	MICKEY MOUSE 2
5	—	ALIEN STORM
6	—	TAZ-MANIA
7	▲	CHAMPIONS OF EUROPE
8	RE	WIMBLDON TENNIS
9	RE	THE SIMPSONS
10	new	LASER GHOST

GAME GEAR

1	—	MORTAL KOMBAT
2	—	SONIC THE HEDGEHOG 2
3	▲	MICKEY MOUSE 2
4	▼	LEMMINGS
5	RE	CHUCK ROCK
6	RE	G-LOC
7	▼	WORLD OF SOCCER
8	new	JURASSIC PARK
9	RE	SONIC THE HEDGEHOG
10	new	INDIANA JONES 3

SPONSORED BY PENGUIN BISCUITS — ELSPA CHARTS COMPILED BY GALLUP

DEEP IN THE EMERALD HILL ZONE.

RATS! THERE GOES MY FOOTBALL! I'LL NEVER FIND IT IN THOSE BUSHES!

HEY, TAILS! IT'S ME SONIC! GET ME OUTTA HERE, LITTLE BUDDY!

S-SONIC? WHAT HAPPENED?

ROBOTNIK TRAPPED ME IN HERE! JUST PRESS THE BUTTON AND LET ME BACK OUT!

SURE. WHY NOT!

Sonic THE HEDGEHOG

DOUBLE TROUBLE

Script: Mark Millar Art: Mike Hadley Lettering: Ellie de Ville

S-SONIC?

WHY NOT? THIS IS WHY NOT, YOU LITTLE SNOT!

A SHORT DISTANCE AWAY.

WHEW! THIS SURE IS THIRSTY WORK!

BUT IT'LL BE WORTH IT. JUST THINK—A *NEW HIDEOUT* THAT ROBOTNIK KNOWS NOTHING ABOUT!

I'M *FREE AT LAST!* FREE TO DO WHATEVER I WANT! HAHA-HAHA!

LOOK! IT'S SONIC!

NICE TIMING. HE CAN HELP US FINISH THE JOB!

DREAM ON, SCUZZ-BALLS!

SONIC!

AAARGH!

OWW! LUCKY I DIDN'T BREAK MY NECK!

THE FOREST!

THAT BLUE CREEP WAS MOVING SO FAST HE SET THE FOREST ON FIRE!

HI, SONIC! YOU'RE MY HERO!

WHO CARES, CREEP? ENJOY YOUR DRINK!

PUT THE FIRE OUT BEFORE IT SPREADS!

WHAT HAPPENED TO SONIC? WHY'S HE ACTING SO WEIRD?

I DUNNO, SALLY...

"... I JUST HOPE HE STOPS BEFORE SOMEONE GETS HURT!"

GET OUT OF THE WAY! SONIC'S GONE CRAZY!

HEAD'S UP, DIRTBAGS!

KA-OOM

THE POWER PLANT!

HE'S *DESTROYING* THE WHOLE HIDE-OUT.

HAHAHA! WEEP, YOU LITTLE CREEPS!

HOLD IT, PAL!

I HEARD SOMEONE WAS GIVING ME A BAD REP!

SONIC THE HEDGEHOG! YAAAARGH!

PRIDE COMES BEFORE A FALL, CREEPO — NOW YOU'RE GETTING THE BOOT!

URKK ... WHERE AM I?

YOW!

PUNT!

TAKE A HIKE, SMART-GUY!

THERE HE IS! THERE'S THE CRAZY HEDGEHOG WHO ALMOST KILLED US!

IT WASN'T ME DUDES! IT WAS THIS TOTALLY WEIRD, EVIL DOUBLE!

HONEST!

YOU ALMOST FLATTENED OUR NEW HIDE-OUT, SONIC!

IT'S GOING TO TAKE US DAYS TO CLEAN THIS MESS UP!

NO KIDDING, FOLKS! IT *WASN'T ME!* IT WAS SOME MANIC LOOK-ALIKE!

WE CAN'T TAKE ANY RISKS, SONIC! YOU MIGHT BETRAY US TO ROBOTNIK.

WE WANT YOU *BANISHED* FROM THE ZONE.

COME ON, SALLY! *BELIEVE* ME!

THAT LITTLE BOZO! I'LL WIPE THE SMIRK OFF HIS UGLY MUG! GGRRRR ...

AAA!

SEE! I *TOLD* YOU I HAD AN EVIL DOUBLE!

RRRAAARGH!

THE APOLOGY'S IN THE POST, SONIC!

GEE, THANKS!

WHAKK!

NEARBY.

BOY! WHAT DID THAT THING HIT ME WITH? YIPES! LOOKS LIKE HE'S CAUSING A RIOT IN THE HIDE-OUT!

MAYBE I CAN USE THIS TO QUIETEN THINGS DOWN!

TRY A *REAL* SONIC BOOM, YOU PATHETIC DO-GOODER!

BOOM!

HEY, WATCH THE SPIKES!

I LIVED IN THAT BOX FOR YEARS — WAITING AND PLOTTING! AN *EXTRA LIFE!* THAT'S WHAT THEY CALLED ME! AN EXTRA LIFE FOR THE 'WORLD'S MOST IMPORTANT' HEDGEHOG!

DOCTOR OVI KINTOBAR MADE ME BEFORE HE TURNED EVIL! A *HELPING HAND* FOR HIS FAVOURITE SPIKEY PAL!

THERE'S ONLY ONE SONIC THE HEDGEHOG, BUDDY...

...AND IT SURE AIN'T *YOU!*

NO! NOT THE BOX!

DON'T PULL ME BACK INTO... THE BOX...

COOL!

WOW! NOW WHAT? WHAT ARE WE GOING TO DO WITH THE BOX, SONIC?

GIVE IT TO ME, TAILS!

GRRRR, I'LL GET OUT! DON'T YOU WORRY! I'LL BE BACK!

GEE, WHAT ARE YOU DOING, SONIC?

PUNT!

ONE SUPER-SONIC KICK AND WE SHOULDN'T SEE HIM FOR A WHILE!

WOW! OUTER-SPACE, MAN!

GO SEE THE STARS, RATBAG!

SORRY, SONIC! I SHOULD HAVE KNOWN THAT UGLY BRUTE WAS THE REAL BAD GUY!

UGLY? I THOUGHT HE WAS KINDA HANDSOME!

NEXT ISSUE: ACTION WITH THE 'GENUINE' SONIC!

REVIEW Zone SPECIAL

SONIC SPINBALL

game type: ARCADE
1-2 PLAYERS

MD

He's blue, he's bad, and he's BACK! Even though Sonic has been absent from your console since November '92, the boffins at Sega have been working hard to bring you some hot new action! SONIC SPINBALL took its inspiration from the pinball sections in Sonic 2. The object of this game is to recover the Chaos Emeralds from the H-U-G-E pinball arenas, set up by the fiendish Doctor Robotnik.

Of course, life in this game is never easy, especially as Robotnik has laid down traps galore, and is aided by wicked alien combos who have the ability to knock you out of each zone.

FAST FAX

PUBLISHER: SEGA
PRICE: £44.99

GRAPHICS: 80
SOUND: 85
PLAYABILITY: 80

RAVES
Very playable and great in two player mode

GRAVES
A different kind of Sonic game

OVERALL: 80%

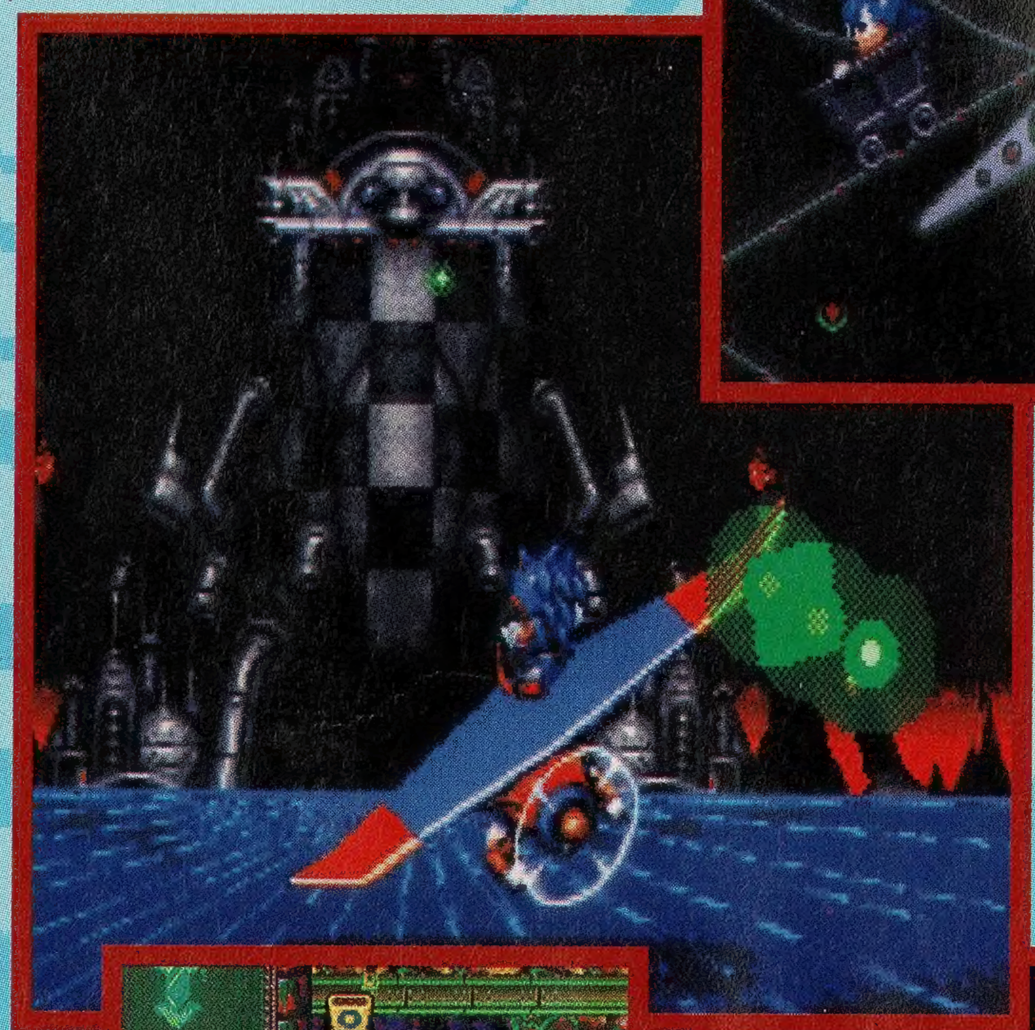
The action is different from your standard Sonic game, enabling the player to control Sonic's movements with flippers and the D-pad (the D-Pad allows you to gently sway Sonic, whilst he is in mid-air). Plus, there are other bumpers to bound off, barrels to paddle in, wagons to roller coaster on, and crazy Robotnik droids to hit - all washed down with lots of yukky green slime!

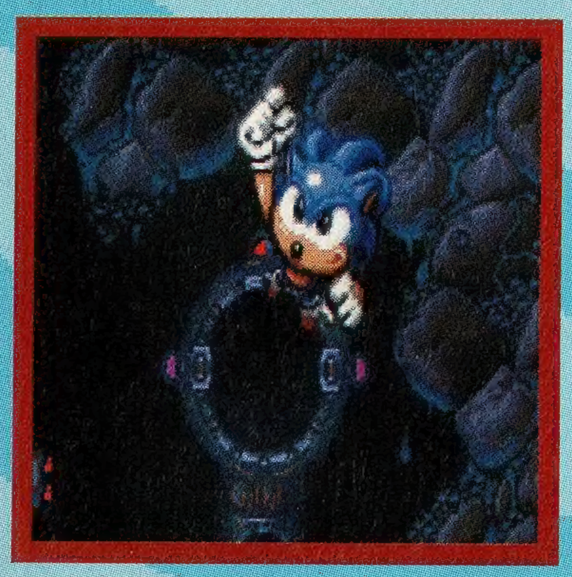
You quickly learn that the object is to locate the Emeralds in each zone and free them up. This includes moves like bouncing off aliens to ram pins - which in turn, release deadly slime from around the Emerald. Or you can ride a wagon in search of a secret exit, which then sucks you through to an Emerald in a hidden chamber!

You also get to face-off with Robotnik at the end of each stage. Needless to say, this can be a real nightmare! One battle even pits you against Robotnik and a thrashing scorpion-like tail. You then have to leap inside the tail and bounce him out by hitting his head!

As the game is crammed full of surprises and fast twists, it is fair to say that the above mentioned barely scrapes the surface of all the gameplay featured.

Overall, SONIC SPINBALL is a very challenging game that takes a little time to get into. However, it is well worth it as you're sure to have a wild and wacky adventure!





REVIEW ZONE WILL BE BACK TO NORMAL NEXT ISSUE!

WINNERS' TAKE ALL!

WIN MEGATASTIC TOMY SONIC TOYS AND GAMES IN THIS LOOT-LADEN COMPETITION!

OVER 100 PRIZES UP FOR GRABS!

Supersonic Pinball - 15 to be won

Sonic Water Wizard Game - 40 to be won

Help Sonic save rings from the threat of the Buzz Bomber badnik. Pump the button to activate Sonic.

Sonic and Tails Cuddly Toys - 60 to be won

Cuddle up to Sonic and Tails with these soft toys made of high quality plush fabric. Top prize winners get a large Sonic (40cm) and Tails (35cm), while 2nd Prize winners get the medium-sized Sonic (25cm), complete with suction pads on his hands and feet so he can pose in cars and windows!

None of this namby-pamby one-prize, one-winner stuff for us. No, indeed. We've got 115 great Tomy Sonic The Hedgehog toys and games to give away to 85 fortunate people. Don't believe us? Okay, check this haul out:

15 **Top Prize Winners receive a Bumper Prize Bundle of:**

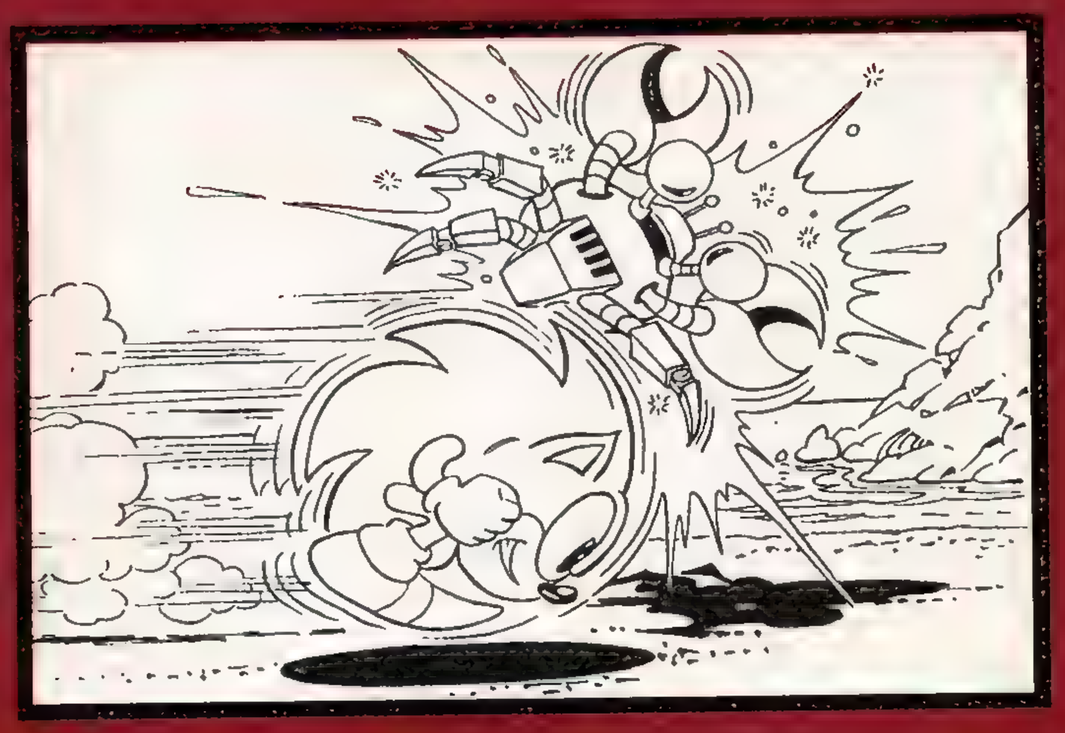
a Supersonic Pinball Game
a cuddly Sonic
a cuddly Tails

30 **2nd Prize Winners receive:**

a cuddly Sonic (medium size)

40 **Runners-Up receive:**

Sonic Water Wizard Games



HOW TO ENTER

Getting your hands on some of this plunder is simplicity itself. Here's what you have to do:-

1. Study the two pictures of the World's Coolest Hedgehog, which on first sight, may appear identical - but are not! A total of 10 subtle changes have been made, which you should spot on closer inspection.
2. Circle the areas where the 10 changes have been made, on the picture on the official entry form.
3. Write your name, age and address clearly in the spaces provided.
4. Cut out the completed entry form (send a photocopy if you don't want to cut up your issue of STC) and send it to the following address:

STC/Tomy Winners Compo, Fleetway Editions Ltd., 25-31 Tavistock Place, London WC1H 9SU.

All entries must be in by the closing date of Friday 3rd December 1993.

The first 15 correct entries pulled from one of Sonic's old power sneakers, will each receive one of the Top Prize Bumper Bundles, the next 30 will receive 2nd prizes, and the next 40 will get runners-up prizes. The editor's decision is final and the results will be published in a future issue of STC.

NAME.....

ADDRESS.....

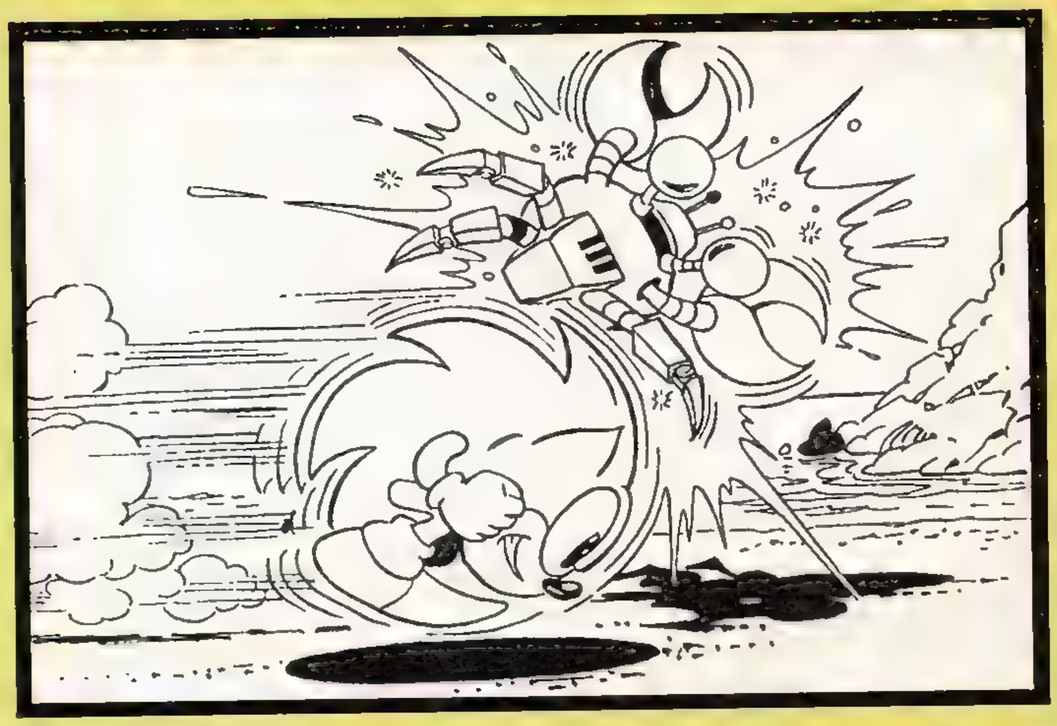
.....

.....

.....

.....AGE.....

Send entry to STC/Tomy Winners Compo., Fleetway Editions Ltd., 25-31 Tavistock Place, London, WC1H 9SU.
Closing date 3 Dec.1993.



ECCO the Dolphin

Part 1

NEW SERIES

EARTH. THE PRESENT.

IMMENSE SEAS COVER THIS PLANET'S SURFACE. THEIR ROLLING VASTNESS BEARS WITNESS TO MANY AWESOME SIGHTS... BUT NONE AS OVER-WHELMING AS THIS.

A GREAT, SPIRALLING WIND STABS DOWN FROM THE SKY, RAVAGING, SLICING, TEARING LIFE UP FROM THE DEEP. IT LEAVES THE OCEAN BARE OF ALL ITS DOLPHIN CHILDREN SAVE ONE...

HIS NAME IS ECCO. HE IS ALONE... AND CONFUSED.

MY FRIENDS. GONE. BUT WHERE? HOW?

Art: Chris Webster

Script: Jamie Woodrow Pigram

ECCO, THE LAST DOLPHIN, BEGINS HIS SEARCH OF THE SEVEN SEAS. HE WILL NOT REST UNTIL HE UNLOCKS THE SECRETS THAT WILL RETURN HIS FRIENDS TO THE WATERS BY HIS SIDE.

ALL THE LENGTHS OF WATER I HAVE TRAVELLED SO FAR HAVE SHOWN ME NOTHING. YET, EVERY REEF HIDES A SECRET.

I SHALL UNCOVER THEM ALL, UNTIL FINALLY ... WAIT... I SENSE SOMETHING BE-HIND ME.

RIPTEETH!

THUMP

RRRRRRRRRR

THEY WILL SLICE ME TO PIECES!

WHAM

RRRRRRRRRRRRRRRRRR

SMAK

RRRR

I MUST RESIST. THEY MUST NOT STOP MY QUEST.

RRRRRRRRRRRRRRRR

THE FIGHT SEEMS TO LAST FOREVER... UNTIL...

THUNK

I CAN'T FIGHT... MUCH LONGER... I'M SO OUTNUMBERED!

RRRR

RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR

RRRRRRRRRRRRRR

IF ONLY... I HAD... SOME FRIENDS TO...

RRRRRRRRRRRRRRRRRR

AARRRRHH!!

YOU SAVED ME... I WAS NEARLY FINISHED.

YOU PUT UP A BRAVE STRUGGLE, LITTLE FIN. NOW YOU MUST HELP *ME*.

IN MY PART OF THE SEA I FOUND A LARGE JEWEL...

A GLYPH!

WHEN I TOUCHED IT I SAW YOUR *FACE*, LITTLE FIN. YOU WILL FOLLOW ME.

WHAT ARE THESE "GLYPHS" LITTLE FIN? WHERE DO THEY COME FROM?

I DON'T KNOW WHERE THEY COME FROM... BUT THEY HELP ME SEARCH. THEY ARE *JEWELS OF KNOW -ING*, LIKE KEYS...

AND IN SOME PART OF THE SEA WAITS THE ONE THAT WILL SHOW ME WHERE MY FRIENDS NOW SWIM, SO FAR FROM HOME THAT NO TRACE OF THEM LINGERS.

VWIIRRP

YOU HAVE TRAVELLED A LONG WAY... BUT NOW YOU MUST JOURNEY BEYOND TIME ITSELF. THE BEGINNING OF THE ANSWER TO YOUR QUEST LIES... IN THE *PAST!*

COME FORWARD AND I SHALL SEND YOU, YOUNG DOLPHIN, BACK THROUGH MANY CENTURIES TO FIND THE ANSWERS YOU NEED...

...TO THE SAVAGE TIME, WHEN *PRÉ-FISH* SWAM THE SEAS!

BE CAREFUL, LITTLE FIN.

THOUGH MY HEART QUAKES WITH FEAR, I CANNOT HESITATE! I MUST GO!

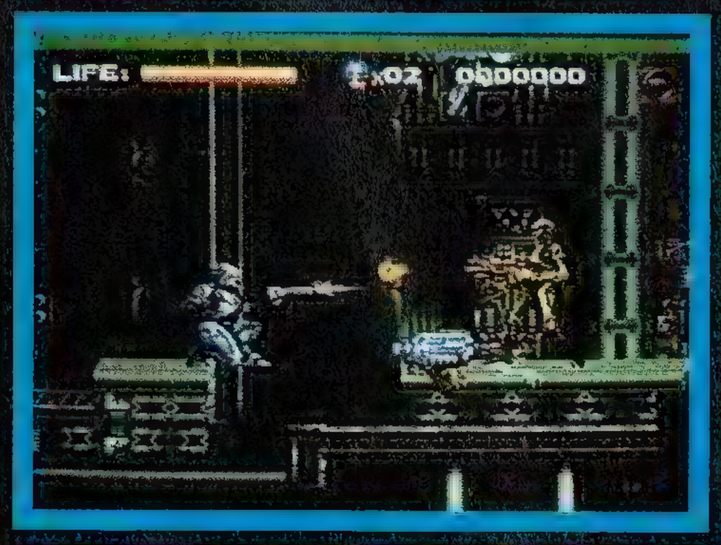
WHERE IS IT *SENDING* ME?

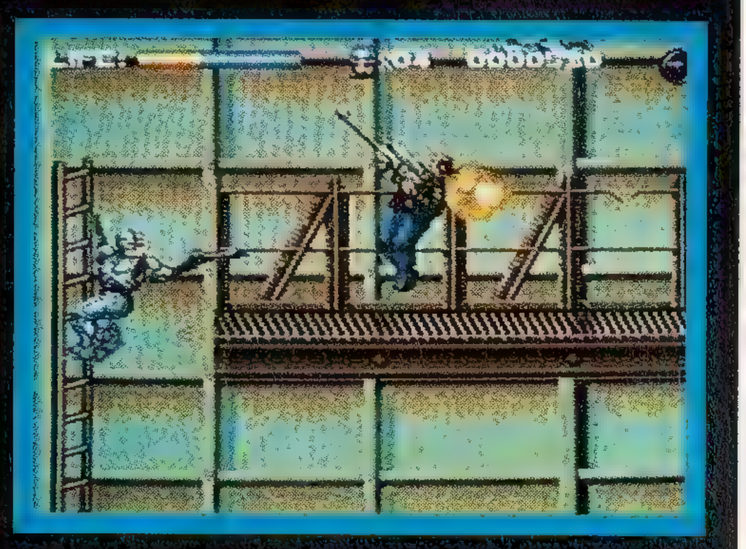
NEXT ISSUE: JURASSIC BEACH!

NEWS Zone

CLASH OF THE TITANS

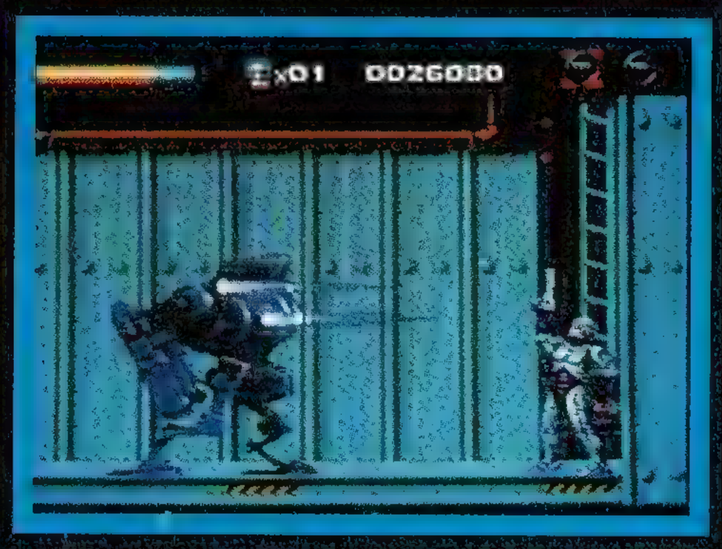
Heavy metal action with RoboCop and Terminator





Ever wondered what the outcome of a head-to-head showdown between the two fiercest movie cyborgs would be? Well, wonder no more, for Virgin Games are about to release **RoboCop vs.Terminator** for the Mega Drive, Master System and Game Gear later this month.

Based on the recent comic series of the same name, produced by award-winning comic creators Frank Miller and Walt Simonson, the game invites you to explore the world of robots and machines as none other than RoboCop himself. You'll discover what it's like to come up against a whole army of Terminators on the loose. Further into the game RoboCop takes on Terminator creepy-crawlies, as well as dangerous Terminator dogs, but he is armed with superior firepower, such as lasers, homing bullets and high power shots.



Remember, the fate of humankind is on the line and it's up to you as do the right thing.

RoboCop vs. Terminator features 12 levels of high-octane action, dozens of Terminators, ED-209 robots and much more. The MD version comes packed with 16Mbits of gameplay and some great graphics. Watch for the full STC review, coming soon.

WINTER OLYMPICS WIN GOLD

David Vine replaced by video game!

Next year's Winter Olympics is coming to a Sega system near you in time for Christmas, courtesy of U.S. Gold.

Last month, in a flurry of fake snow and bad ski suits, U.S. Gold announced that it had aquired the official computer, video and CD game license for the event to be held in Lillehammer, Norway, next February. The game of Games will be available on the Mega Drive, Master System and Game Gear, as well as some other video games systems and PCs. All ten Olympic 'disciplines', or events, ranging from Down Hill racing and Bob Sleigh to Freestyle Moguls and Biathlon will be featured in the game along with training sessions, opening and closing ceremonies, history of the Winter Olympics and much more.

David Vine and Wilf O'Reilly trying to pick up some tips from the Mega Drive version of Winter Olympics

U.S. Gold made quite an event of the announcement itself. David Vine, TV's 'Mr Ski Sunday', hosted the event and introduced Wilf O'Reilly, European Speed Skating Champion and current world record holder, to demonstrate his sport on the video game. He unceremoniously came in last. Better luck with the real thing, Wilf.

A group of young 'playtesters' were on hand to try out the game for themselves. Among them was STC reader Benjamin Phillips, who declared it, "Better than most sports games and with good control".

U.S. Gold's programmers have lavished great attention to detail on **Winter Olympics.** The actual sites and tracks in Lillehammer have been used along with a location map showing where each of the events is to be held. The game can be played in any one of eight languages (including Norwegian). There is a four-player option and the chance for head-to-head challenges in speed skating and the freestyle moguls.

The actual 1994 XVII Winter Olympic Games themselves will be no less impressive. A potential TV audience of almost two billion will be able to tune into the action. Approximately 2,000 competitors from 75 countries will take part. 100,000 spectators are expected each day, and over one million hot dogs will be sold!

STC asked David Vine if he was worried that people might prefer to play the **Winter Olympics** game to watching his TV reports of the real thing. "Not really," he told us. "It'll be something to do when we're snowed off!"

DON'T LOSE CONTROL

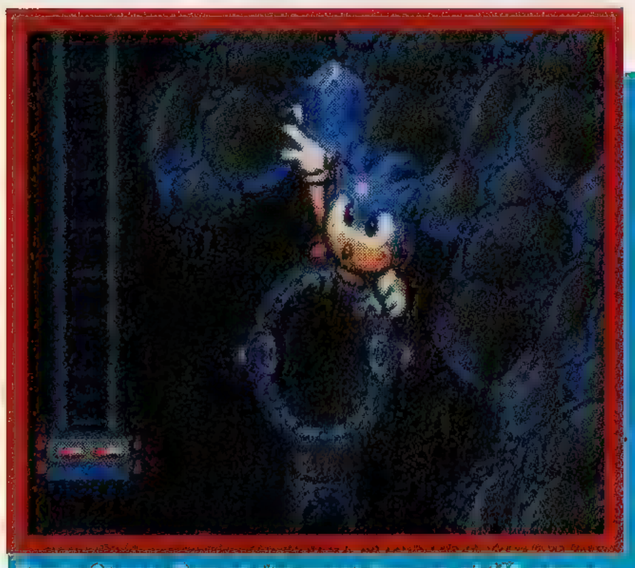
Two new controllers announced

Spectravideo has two new products on the way for Sega users; **The QJ Propad 2** and the **Freewheel**.

The QJ Propad 2 features a six-button layout for fighting games, such as Streetfighter 2. The pad also features an original programmable-mode where two of the top buttons can be programmed. For example, for a combination move when playing SF2, all it takes is just one key press to perform a stunning combo with someone like Ken (it would normally take several key presses). Other features include auto fire, slow motion and a unique LED control panel. **The QJ Propad 2** is due for release this December, priced at £22.99.

For driving games fans, **The Freewheel** is basically a steering wheel with built-in sensors, but which behaves like a joystick. Plug it into the joystick port, as usual and hold it in both hands. The firing buttons are placed at the top front of the wheel for easy steering access.

Moving forward is a straightforward procedure: push the wheel forward and pull back (this is equal to pulling the joystick back). **The Freewheel** is also out in December, priced at £34.99.



Sonic Chaos. One of the great line-up of MS games

MARCH OF THE MASTER SYSTEMS

8-bit games thrive at Sega

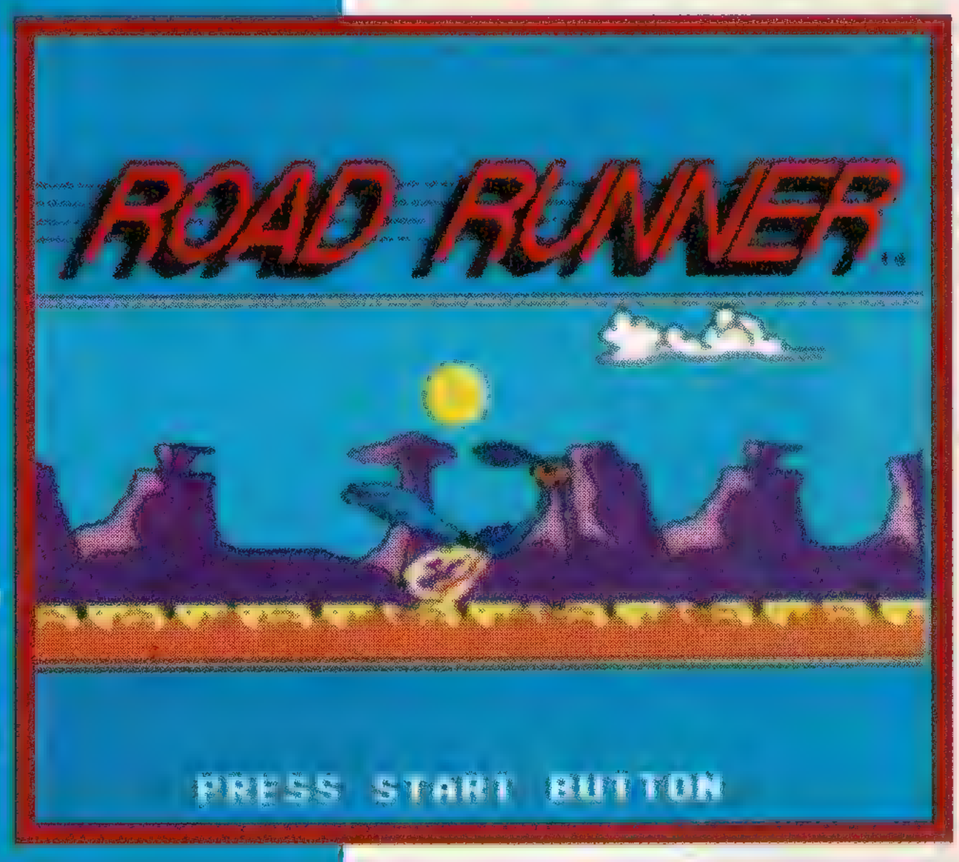
There's been a lot of talk recently about the 'demise' of the older 8-bit video game systems. Some manufacturers are producing fewer and fewer good 8-bit games and seem only to be concentrating on the 16-bit market. Not Sega. The company is supporting their Master System users with a continuing line of high-quality games, with many new ones appearing in the shops before Christmas.

STC has already covered **Sonic Chaos**, **Ottifants**, **Home Alone** and **The Flash**, all of which should be out now.

November sees no less than six new MS titles hitting the shops:

- **Masters Of Combat** - a mind-boggling fighting game, in the style of *Streetfighter 2*. It features fighters with special moves and the gameplay is fast and addictive.
- **Jurassic Park** has a storyline based on the blockbusting feature film. Needless to say, it has some mean platform action and rather vicious dinosaurs to avoid.
- In addition there's **Road Runner**, **Asterix 2: The Secret Mission**, **Streets of Rage 2** and **Ecco The Dolphin** (a near perfect conversion from the MD original).

So, MS fans, Sega is not neglecting you, now or in the future. The next few months will see some of the best titles yet released for the popular 8-bit system.



NEWS

SHORT BURSTS

SONY SPLASHES OUT

Not content with filling the world with Walkmans, electronic giant Sony is now turning its attention to the video games market. Under their new Sony Imagesoft label an impressive line-up of original and movie tie-in titles are about to be unleashed. Out now (or soon) for the Sega systems are **Last Action Hero** (MD, MS, GG), **Hook** (MD), **Bram Stoker's Dracula** (MD, MS, GG), **Cliffhanger** (MD, MS, GG), **Sensible Soccer** (MD, MS, GG), and **Gear Works** (GG). Watch STC for more news and reviews of all these titles.

GAMES TO MOVIES

Hollywood is falling over itself to cash in on the video game scene. Currently in the works are live-action films based on **Double Dragon** and **Mortal Kombat**. Let's hope they are a lot better than 'Super Mario Brothers'!

SONIC'S 'HIGH Q'

Move along Mario, make way Mickey Mouse - Sonic's taking over. In America, it was discoved recently that Sonic's 'Q-Rating' (a measurement of the popularity of Media celebrities) is the highest of any cartoon character. This means he has now overtaken a certain overweight plumber as the top video game superstar. Is anyone surprised?

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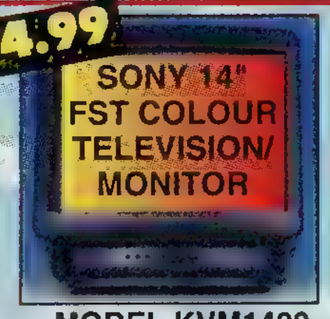

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...THE DWARFISH STRONGHOLD OF ROCKGUARD.

GULD'S BREATH! A SNAKE! A BIG ONE!

WELL HURRY UP AND KILL IT, WILL YOU? I'M TOO BUSY EATING.

ALL MOUTH AND NO ACTION, GILIUS!

I THINK IT'LL LISTEN...

SSHICK

...TO THE GOLDEN AXE.

WAIT A MOMENT. WHAT'S A GIANT SNAKE DOING SO CLOSE TO ROCK-GUARD?

Script: Mark Eyles **Art:** Mike White **Lettering:** Ellie de Ville

AT THE ENTRANCE TO ROCKGUARD.

MORE SNAKES! WHAT'S HAPPENING?

FOLLOW HIM. IT MUST BE SERIOUS IF HE'S THROWING FOOD AWAY!

INSIDE, A SCENE OF HORROR AND CHAOS IS REVEALED.

THIS LOOKS BAD, AX. WE'D BETTER HELP...

WAIT! WHO'S THE SNAKE MAN?

GULD'S BLOOD! ATTACK MY PEOPLE, WOULD YOU?

THE HIGH PRIEST COBRAXIS WELCOMES YOU, STRANGERS. YOU WILL DIE WITH THE REST OF THE SMALL PEOPLE. HEE HEE.

NOW TO FIND THE DWARF QUEEN AND INTRODUCE HER TO MY *AFFECTIONATE WORMS!*

HERE COMES COBRAXIS, LITTLE QUEENIE. HEE HEE HEE.

RAAAGH!

YOU DON'T PICK ON AX'S FRIENDS!

DO NOT BLOCK MY PATH, SERPENT.

SSSCHK

HALT, WOMAN! GAZE INTO THE EYES OF THE COILED ONE.

THE SNAKE. STARING INTO MY EYES...

G-GOT TO SWING THE GOLDEN AXE.

MUSTN'T LOOK INTO THE SNAKE'S EYES.

YAAAGH

SSCHUK

NEARBY, AX ENCOUNTERS A SIMILAR PROBLEM.

GOT TO... FIGHT...

SSS

GAAKH

NO!

SSSNNNNSSS

MUST OBEY... MUST OBEY...

SSSSSSSS

AX'S SWORD SLIPS FROM HIS GRASP.

I OBEY... I OBEY...

CHUK

I OBEY... I OBEY...

HAH!

THIS IS ONE OLD TIMER WHO'S STILL GOT A BITE, SCUM-BREATH.

STOP!

EASY!

GGAAAA.

TIME TO D...

FATHER!

GORGON TAKE YOU, AAGH, FOUL WORM-LOVING, UGH...

...IEAAARGH!

CHUKK

NOOO!

HOW ARE YOU FEELING?

GILIUS? WHAT'RE YOU DOING HERE, BOY? *UGH.* HOW DO YOU THINK I'M FEELING, BOY? I'M DYING.

GOT ANYTHING TO EAT? THIS DYING'S GIVING ME AN APPETITE.

IT'S TIME TO END THIS FIGHT WITH SOME *THUNDER MAGIC.*

AT THE OTHER SIDE OF THE CHAMBER...

THEY'VE BEEN POSSESSED, THEY DON'T KNOW WHAT THEY'RE DOING.

KEEP BACK...

OUCH!

I DON'T *WANT* TO KILL YOU...

CHKK

ONLY USE THE *FLAT* OF THE BLADE...

AARGH!

SMAKK

NO CHOICE NOW. WOUNDED.

WHY'S AX NEVER AROUND WHEN I NEED HIM?

FOR THE *SERPENT* GOD...

CHOPK

NEXT ISSUE: THE DWARF QUEEN

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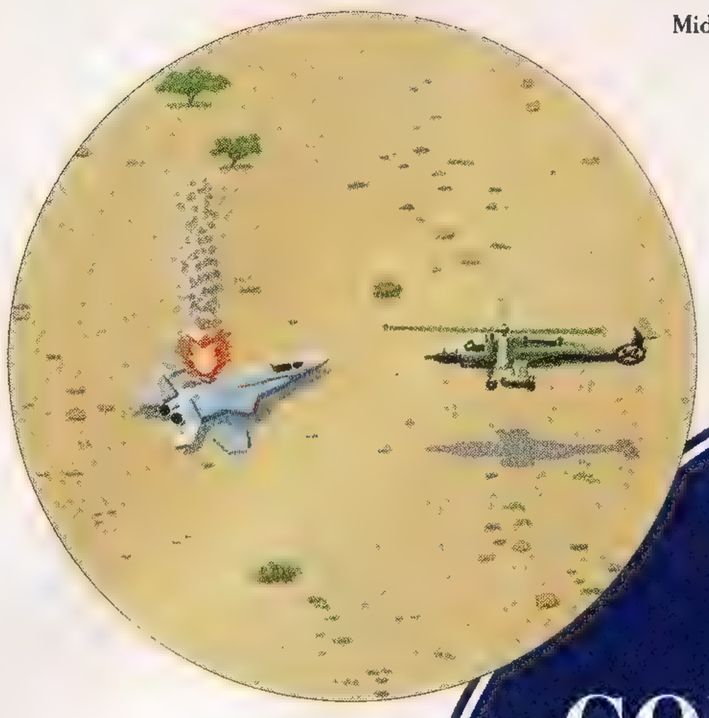

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Q Zone

Q is for Question,
Q is for Query,
Q is for Quandary.
Enter the Q zone for hints, tips and help with your favourite Sega games.

Welcome again to the Q Zone, a place of help and solutions to those really difficult games. Our Game Guru, David Gibson, and his operators are standing by to answer your problems. Drop a line to the Q Zone with your query. Alternatively, share a neat tip or solution with your fellow gamers. All are welcome.

LEMMINGS Tips

MS

These rodent-like creatures seem to cause a lot of people bother. They either seem to go the wrong way, or don't do what they are told. All owners of the 8-bit game can finally breathe a sigh of relief as I present another level select cheat:-

When the Lemming dragging the cartridge appears on screen, press buttons 1 and 2 together on the joypad and rotate the D- pad clockwise. Go to the main screen and select your choice of game. Select the New Level box and a list of levels will appear. Press Left and Right to select your level.

CYBORG JUSTICE Tips

MD

Cyborg Justice is a real beat-em-up game, and features the added ability to pick up pieces of armour discarded by opponents. If you are having difficulty try this cheat which brings up a secret options screen:

Start a duel or arcade game and press pause. Now, press C, B, B, C, C, A, C and B on the joypad.

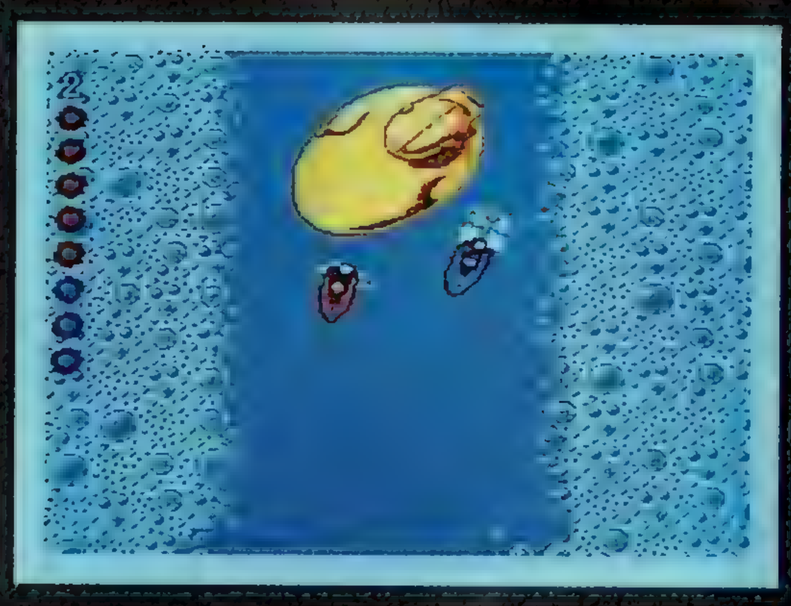
MICRO MACHINES Tips

MD

Following the success of **Micro Machines**, a fair number of you Boomers may be having problems making progress in the game. Lucky for you then, I have three cheats for the game to make it as easy as, eh, buying STC:

To gain infinite lives start playing the game, and as the cars start moving, press Start to pause. Now press B, Down, Up, Down, Left and Down. Unpause the game, and you can now die repeatedly without losing a life!

If the Micro Machine vehicles go too slow for you, here is a cheat to make them faster. Once again, start and pause the game. Press Up, Down, A, B, Left and Right. Now press C and Start together to go.



A number of people seem to have difficulty with the grip on the vehicles - there just isn't enough. I have a cheat to greatly increase the surface grip when turning corners. Start, then pause the game. Press A, Up, B, Down, C, and Left. Finally press Start and Right together.

JAMES POND: ROBOCOD Tips

MD

That fishy Secret Agent, James Pond, is one cool cod. Anyone having problems controlling this slippery character will be pleased to see a variety of cheats for this Mega Drive extravaganza:

• For a level select, wait until the title screen appears and then press A, C, Down, Left and then Start. An options screen will appear allowing you to choose your starting level.

• To become invincible, go to the first roof on the screen where all the doors are and collect the following objects in this order: **C**ake, **H**ammer, **E**arth, **A**pple and **T**ap. This spells out CHEAT.

• Go to the Sports Zone, and after crossing the spikes, collect these objects in the following order: **L**ip, **I**ce-cream, **V**iolin, **E**arth and **S**nowman. This spells out LIVES and will grant you an infinite number of them.

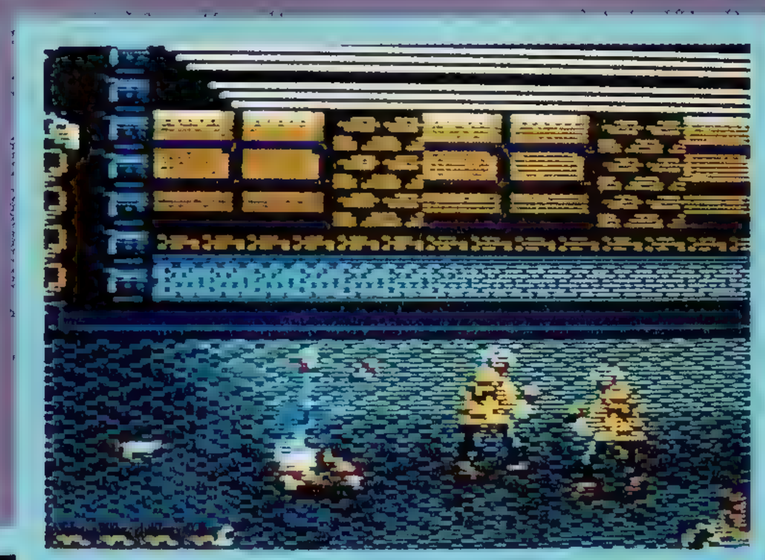
STREETS OF RAGE

Tips

Here's some help for handheld owners of the brill beat-em-up game (and brilliant STC series!), **Streets of Rage.** If you're having problems defeating any of the nasty opponents try these:

• To become invincible and gain a level select cheat, select tracks 01 then 11 on the Sound-Test screen, then press buttons 1 and 2 together for the Options screen.

• To gain extra continues, wait for the game over screen to appear and press Left, Left, B, B, B, C, C, C and Start. You will now be able to continue from the position where you died.



MORTAL KOMBAT

Tips

One of the most hyped games ever to grace a Mega Drive, **Mortal Kombat** has proved to be a very good beat-em-up, but still not up to the standards of Streetfighter 2. Here is a cheat that will give you a whole range of cheats selected from a menu:

On the menu screen, press Down, Up, Left, Left, A, Right and Down on the joypad.

HUMAN ERROR

Megadroid here. Just popped in to tell you that a human-type error crept into the News Zone in STC 10. In an item about the new Mega Drive II and Mega CD II a price of £249.99 was given, which some of you might have thought to be the price of both units together. Not true, I'm afraid. They are sold separately at £129.99 for the Mega Drive II (complete with Sonic 2 game) and £249.99 for the Mega CD II (with Road Avenger included). There're on sale now are are absolutely great - unlike the humes who think they run this comic!

game genie update

Got a Game Genie (if not, why not)? Got a Mega Drive? Then you'll find these new codes mega useful!

Special thanks to those friendly folk at Hornby Hobbies for supplying the Game Genie codes

JUNGLE STRIKE

Take to the skies in your whirlybird armed only with these useful codes to attempt all your missions.

Master Code - must be entered first	**R13B861A**
Start campaign 2 - Sub Hunt	AGGAGAEY
Start campaign 3 - Training Ground	ALGAGAEY
Start campaign 4 - Night Strike	ARGAGAEY
Start campaign 5 - Puloso City	AWGAGAEY
Start campaign 6 - Snow Fortress	ADGAGAEY
Start campaign 7 - River Raid	A4GAGAEY
Start campaign 8 - Mountains	A8GAGAEY
Start campaign 9 - Return Home	BCGAGAEY
Start campaign 10 - Win screen + credits	BGGAGAEY
Infinite lives	D5DTGA7A
Infinite fuel	AXDAGA3N
Infinite ammo	AKFTJA9C
Choose any co-pilot (without password)	ACGAGAEA

SHINOBI III: RETURN OF THE NINJA MASTER

Our pal Joe returns in a new game (and a new STC series coming soon - subtle plug). If you're having problems, input these codes into your Game Genie.

Infinite energy	CJSAEA7G
Infinite credits	AX6TAA2E
Infinite Shurikens	AT3AEA72
Infinite Ninjitsu items	AT1TEA4E
Start with 99 lives	CBTTAG48
Start with 99 Shurikens	HVTTAG5Y
Start on Round 2	Y2NADRJ2 + APTTACD6
Start on Round 3	Y2NADRJ2 + APTTAED6
Start on Round 4	Y2NADRJ2 + APTTACD6
Start on Round 5	Y2NADRJ2 + APTTAJD6
Start on Round 6	Y2NADRJ2 + APTTALD6
Start on Round 7	Y2NADRJ2 + APTTAND6

JURASSIC PARK

A monster of a movie, a monster of a game - and a monster number of Game Genie codes available. Here's just a few to start with.

Infinite energy	AVDAAA24
Infinite lives	BVDAAA5G
Grant starts on level 2	AJMAJA7G + 9TMAKGFL + AEMAJAFN
Grant starts on level 3	AJMAJA7G + 9TMAKGFL + AJMAJAFN
Grant starts on level 4	AJMAJA7G + 9TMAKGFL + ANMAJAFN
Grant starts on level 5	AJMAJA7G + 9TMAKGFL + ATMAJAFN
Raptor starts on level 2	B3JAJAB8
Raptor starts on level 3	B7JAJAB8
Raptor starts on level 4	CBJAJAB8
Raptor starts on level 5	CFJAJAB8

Decap Attack

STARRING CHUCK D. HEAD! PART 4

WHY THIS DELAY, PROFESSOR STEIN? YOU PROMISED ME AN ARMY OF THE UNDEAD BY WEDNESDAY TEATIME...

BEWARE OF THE WERE-WOLF

YOU'VE ALREADY MADE CHUCK D HEAD, SO I KNOW YOU CAN DO IT.

WE'RE GOING WAY OVER BUDGET ON THIS, MR D CAP. WI THE GRAVEROBBERS' FEES ALONE...

VAIT! I CAN EXPLAIN...

ACCOUNTS

HERE WE GO.

DER CONDITIONS DAT ENABLED ME TO RE-ANIMATE CHUCK VER VERY DELICATE. DER CHEMICALS HAD TO BE JUST SO, DER ELECTRICAL STORM HAD TO BE PERFECT...

IN OTHER WORDS IT WAS A COMPLETE FLUKE!

SHUT UP IGOR, OR I'M GOING TO GIVE YOU SUCH A *HIT!*

IF CHUCK WAS HERE I COULD CLONE YOU YOUR ARMY FROM HIS LIVING TISSUE.

SURE YOU COULD!

WE SHALL SEE. I HAVE SENT OUT BULLHEAD AND CROC TO GET HIM. APPARENTLY HE'S BEEN WANDERING THE CASTLE FOR THE PAST FIVE DAYS TRYING TO FIND HIS WAY UP HERE.

Script and Art: Nigel Kitching **Lettering:** Steve Potter

NEW READER SERVICE: CHECK THIS BOX TO SEE HOW WELL CHUCK IS DOING – MEGADROID.

LIVES REMAINING

BOMB

IT'S NOT *MY* FAULT CHUCK! YOU SAID IT WOULD BE *EASY* TO FIND THE LABORATORY.

WE'RE JUST GOING AROUND IN CIRCLES, AREN'T WE, HEAD?

HOW ABOUT UP THE STAIRS?

THIS WAY TO THE LAB

THIS STRIP UNFAIR TO RATS!

THAT'S THE WAY WE WENT LAST TIME, YOU *DOPE!*

I THINK...

BOMB

BOY, DID *YOU* JUST TAKE A WRONG TURN!

QUICK, THE BOMB! THE ONE WE FOUND LYING ABOUT IN THE ARMOURY!*

BOMB

* DON'T PANIC, BOOMERS. YOU HAVEN'T MISSED AN ISSUE. CHUCK FOUND THE BOMB BETWEEN EPISODES (SEE HOW SNEAKY THIS WRITER IS!) – MEGADROID.

OKAY, OKAY! DON'T RUSH ME!*

* NATURALLY, CHUCK ALSO FOUND THE MATCHES IN THE SAME PLACE AS THE BOMB (HE'S ***VERY*** SNEAKY.) – MEGADROID.

SCRAG HIM!

HE WANTS YOU TO HIT ME.

OH, RIGHT.

CHUCK, THE *BOMB!*

OOPS..!

GOT YOU!

CHUCK THE BOMB! I MEAN *REALLY* CHUCK IT!

OH, YEAH! *EAT BOMB, SUCKERS!*

I REALLY *HATE* LOUD BANGS!

CHUCK THE BOMB!

LOOK, WILL YOU PACK IN THIS 'CHUCK THE BOMB' STUFF?

CHUCK, DON'T THINK I'M CRITICISING OR ANYTHING BUT...

HEAD? HOW DID YOU GET WAY OVER THERE?

BOMB

OH...

BOOM!

IS HE OKAY?

LIVES REMAINING

OKAY? HE'S JUST HAD A BOMB EXPLODE BETWEEN HIS SHOULDERS.

THAT'S A RELIEF, IF HE'D BEEN HURT THE BOSS WOULD HAVE *KILLED* US!

I DON'T KNOW WHY EVERYONE IS LOOKING AT ME, I DON'T HAVE ANYTHING TO SAY...

NEXT ISSUE : **DEAD AGAIN**

SPEEDLINES

Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.

Hard Cheese!

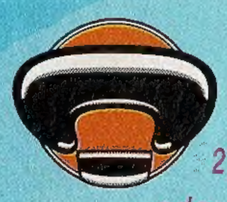
Dear STC,

I have a few short questions I would like you to answer, please:-

1) Why was there no blood and guts in the **Shinobi** cartoon strip?

2) How come Sonic doesn't have smelly feet after all the running he does?

Richard Guest, Warley, W. Midlands. Sonic Water Fun Game Winner.



1) Why? Should there have been, Richard?

2) Perhaps he wears mega-powerful odour eaters.

Short-Lived!

Dear STC,

Is this the shortest letter you've had?

Matthew Drill, Bicester, Oxon. MD Owner. Sonic Water Fun Game Winner.

P.S. I think you should have your own comic strip!

So do I, Matthew, and no because you went and added a P.S., you daft hume.

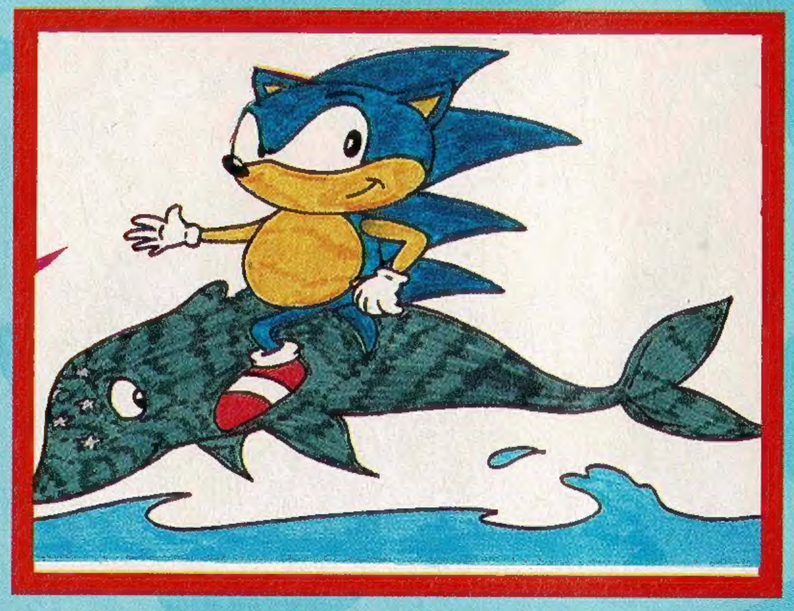
Driven Mad!

Dear STC,

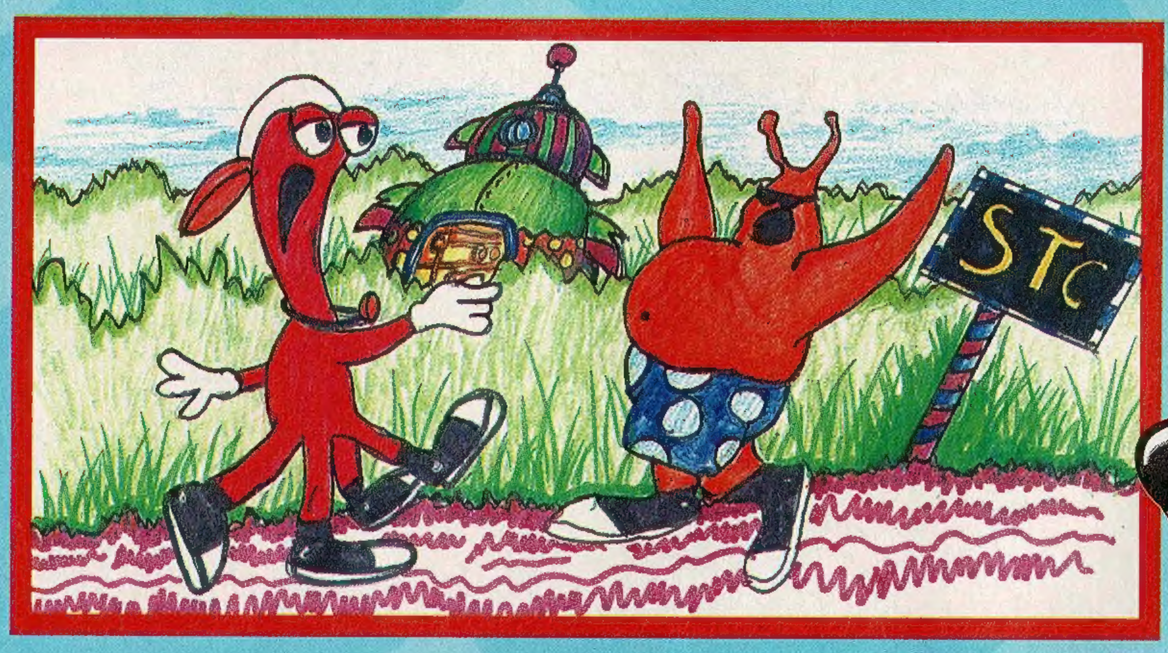
When I bought STC 3 (the one with the free poster), I thought it was ace. But my dad got so fed-up with me reading it that he threw it out of the car window. I wanted him to stop the car so I could get it back, but he wouldn't!

Craig Renilson, Blairgowrie, Perthshire. MD Owner. Sonic Water Fun Game Winner.

At least you weren't reading the Encyclopaedia Britannica - there could've been a nasty pile-up!



(Above) Louise Tarrant, (send in address). MS Owner. Sonic Water Fun Game Winner.
(Below) Mark Gerrard, Widnes, Cheshire. Sonic Water Fun Game Winner.



By Josh!

Dear STC,

I really like the idea of combining a comic with a computer magazine, but I have some queries:-

1) Why do Sonic and Tails wear gloves? Are their hands rotting, or something!

2) What is Robotnik's first name (and I don't mean Doctor?)

Keep up the good work, from your number one fan.

Josh 'Whizz Kid' Harvey, Calver, Sheffield. MD Owner. Sonic Water Fun Game Winner.

1) If gloves are good enough for a certain mouse, they're good enough for a certain hedgehog and fox!

2) Ivo (at least it's not 'Whizz Kid!')

Stressed Little Fingers!

Dear STC,

A little while ago I had to go to the hospital because I chopped off the top of my finger. I was going to draw you a picture but that put an end to that!

Robert Matthews, Henwick Park, Worcester. Sonic Water Fun Game Winner.

Well, Robert, at least that explains the handwriting! Hope your finger is better now.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

NEXT ISSUE...

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.....AGE.....

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Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 13 OF STC?

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